

# AMIGA SHOPPER

## Welcome to the Amiga Shopper Subscribers' newsletter!

Quote of the month:

"One machine can do the work of fifty ordinary men. No machine can do the work of one extraordinary man."

Elbert Hubbard

Dear Subscriber,

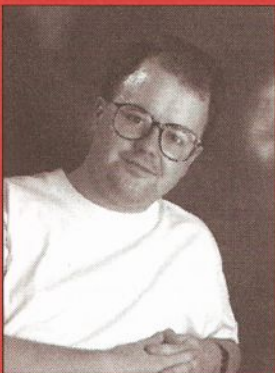
Technology is a wonderful thing. It allows us to do things that a few short years ago would have been regarded as miracles. For instance, who would have dreamed in the 1970s that we would be creating new worlds within computers through processes such as Ray Tracing? Who would have dreamed that we could have magazine covers created in California and sent over the Internet to us in sunny Bath?

And don't forget this letter. I'm typing this into my rather nice portable Psion computer on a coach on the way to the Future Entertainment show in London. Once I get back, I'll transfer this to my Amiga via a serial link and read it over to make sure it makes sense. I'll then pass it over to Nick for him to lay out and send to the printers. In fact the first time this will be put onto paper is when Nick gives me a printout of this page to check over before it goes to the printers. A paperless office? Well, maybe not yet, but we are getting there.

Speaking of paperless offices, don't forget that here at Future Publishing we are taking our first steps into the world of paperless magazines by putting sections of the magazine onto the Internet. In a few weeks time you'll be able to log onto our World Wide Web page and read sections of the magazine. It's all happening in Futurenet, our Internet site. To find out what it's all about, try accessing the WWW page <http://www.futurenet.co.uk>. Just tell them Richard sent you.

Cheers

Richard Baguley  
Editor



*Richard Baguley is the Editor of Amiga Shopper. In past lives he has been a photographer, a PC support operative and a filing clerk amongst other things (although he doesn't like to talk about them).*

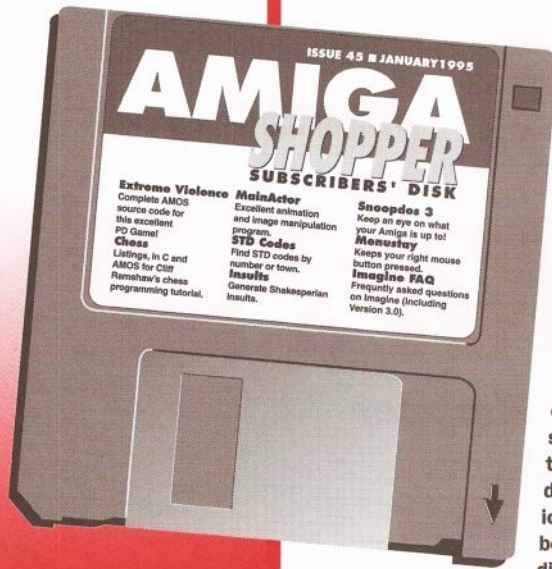
## SAVE £100 ON WORDSWORTH!

We've got together with Digita this month to offer you a stonking offer. You, as a subscriber to this magazine, can get £100 pounds off Wordworth 3.1! Digita have been hard at work over the last few months adding new features to Wordworth and generally cleaning it up. Wordworth 3.1 has a range of stonkingly powerful features, including:

- **Auto correction** – corrects typing mistakes as you type. Can also be used to save you typing in long words or phrases.
- **Drawing tools** – create lines, curves, rectangles, circles etcetera and manipulate them within your document.
- **Extensive font support** – use Compugraphic, TrueType or Amiga bitmap fonts.
- **Text effects** – send your text spiralling around the page in a truly weird and unnerving way.

Sounds good? Well, all you have to do is to ring Digita on ☎ 01395 270273, quote your Amiga Shopper subscription number (on the label on the outside of the bag you received this issue in), give them £49.95 and you'll receive a spanking new copy of Wordworth 3.1! However, you'd better get a move on, as this offer closes on the 31st of December! Alternatively, send a cheque or postal order to Digita at: Digita, Freepost, Exmouth EX8 2YZ. Please bear in mind that you'll need at least two disk drives and 3Mb of memory to use Wordworth 3.1. If you don't have this amount of memory, you should see about getting hold of Wordworth 3.1SE, which only requires 2Mb of memory.





# Subscriptions

**Richard Baguley shows you how to use the programs on this month's exclusive subscribers' disk.**

Welcome to the Amiga Shopper subscribers' disk! This month we have another stonking selection of programs, including the complete source code to a top shareware game! To get at any of the things on the disk, simply double click on the appropriate icon. The program or file will then be decompressed onto the RAM disk, and you can move it from

there to any disk or directory you choose by simply dragging it.

## SNOOPDOS

It's a common problem: you've installed a new program onto your machine and it's not working properly. Somewhere along the line it's trying to open a file which doesn't exist or isn't in the right place. But how do you find which one it is? Snoopdos to the rescue!

Snoopdos is a simple, but incredibly useful program which allows you to monitor what's going on in your machine. By this I mean that it can monitor what programs are attempting to open which files, or what AmigaDos functions are being called. This is quite mind-numbingly useful if you are trying to work out why a program isn't working or trying to debug a program you've written.

To use Snoopdos, simply double click on the program icon and it will open a window on the workbench screen. Start off any program and you'll see a list of files which are opened and find out who opened them. You'll also be told if the operation was OK or if it failed. You will probably see several operations which fail when you start a program, but this doesn't necessarily mean it's bust. Most programs will look in several different locations for a file before giving up, and the file required may not be in the first location the program looks at.

You can also configure which operations are displayed by clicking on the Setup button of the Snoopdos screen. For more details on how to configure this excellent program, check the documentation which is in AmigaGuide format.

## STDCODES

This is an excellent little utility which allows you to find out where in the country a specific STD code is. It also allows you to work the other way, and even has international dialling codes included. It's also been updated to include the new dialling codes which BT are bringing in next year.

In fact, it's also an excellent example of how to make use of the various powerful functions available in AmigaDos, as it's all done through a one line AmigaDOS script. For more details of how to use this program, check the readme file which accompanies it.

## INSULTS

"Thy mother smells like an errant ill-nurtured clack dish!"

This rather cute (but completely useless) program will generate Shakesperian insults for you. Simply run the program from the CLI by typing "insults" and you will be supplied with another rib-tickling Shakesperian compliment. The program was written by Peter Darton from an original idea posted on Usenet. Each of the insults is randomly generated, so you get a new insult

every time you run the program, thou bootless bat-fowling miscreant.

## MENUSTAY

This is a useful little program which may not revolutionise the way you work, but it might be useful. What it does is to patch up the operating system so that menus stay up when you press the right mouse button. This means that you don't have to hold down the right mouse button to select an option from the menu. The button effectively stays pressed until you press the right mouse button again.

## MAINACTOR

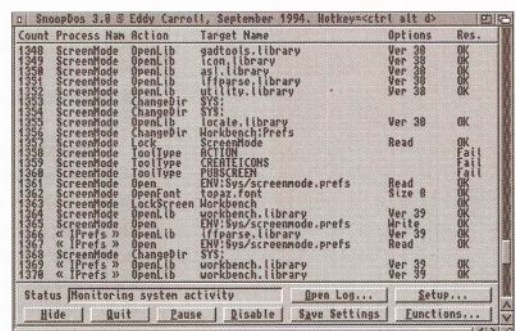
Mainactor is an incredibly powerful and highly flexible modular animation package which allows you to carry out a wide range of operations on animations or images. For instance, you can load in a series of individual images and save them out as an animation in either Anim-5, Anim-7 or Anim-8 format. You can even save and load primitive PC animation formats such as .FLI or .FLC. But it doesn't end there. It can also be used to save individual frames from an animation or give you information on individual frames from an animation.

It's not as powerful as a program such as Art Department Professional, but it is an extremely powerful tool for fiddling around with animations and images. It also boasts a very powerful ARexx interface, and it can also work with programs such as AdPro or ImageFx by kicking of ARexx scripts, some extremely good examples of which are enclosed with the program. It will also work quite happily on a number of 24 bit graphics cards (such as the Picasso II and Retina).

Mainactor is a shareware program, so the version on this disk will bring up a requester every now and then asking you to send some dosh to the author. If you are planning to make serious use of this program, this would be \$25 well spent.

## EXTREME VIOLENCE

Finally, we have a real bonus for all of you AMOS programmers out there. Our resident AMOS expert Simon Green has agreed to give away the full source code to his excellent shareware game Extreme Violence. Simon has just got a job with top programming house Silicon Dreams, so this is a unique chance for you to see how a top programmer writes a game. To read and use the source code, you'll need a copy of AMOS (or even AMOS Pro from the Amiga Format coverdisk). Unfortunately, we haven't got the space on the disk to put the compiled version on, but you can run the program from the source code on this disk.



**Need to know what's going on when you open a program? Try setting Snoopdos to the task!**

**And on this issue's subs disk we have:**

- SNOOPDOS 3.0
- INSULTS
- MAINACTOR
- STD\_CODES
- MENUSTAY
- IMAGINE FAQ
- EXTREME VIOLENCE SOURCE CODE

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